

Random Encounters

Gold!

By Robert Wiese



Golden Spells

In the pursuit of gold, a great many have lost their lives. Wizards who have been especially annoyed by this have, over the centuries, developed some spells particular to finding, or making, gold. Bards have created their own versions of some of the spells.



Fool's Gold

Illusion (Glamer)

Level: Brd 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One nonmagical object of up to 1 lb. per caster level

Duration: 1 hour per caster level

Saving Throw: Will disbelief

Spell Resistance: No

Fool's gold causes an object appear to be made of gold. The object does not actually change, but it takes on the appearance of gold. Anyone appraising the object must first make a saving throw (or make an Appraise skill check, whichever is higher). Those who fail the saving throw or skill check set a value to the item as if the item were gold. Using an effect similar to a *true seeing* spell can reveal the object for what it really is.

Gold Finder

Divination

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level

Saving Throw: None

Spell Resistance: No

You can sense the presence of gold within the range of the spell. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of gold.

2nd Round: Number of different accumulations of gold, and relative size of each. An accumulation is a single pile of gold or golden objects, no matter how large. A pile of gold is a collection of gold objects that all touch each other.

3rd Round: Approximate value and location of each pile of gold. The approximate value is for the whole pile, not for individual objects within it. Getting the approximate value requires a successful Appraise check (DC 15).

Each round, you can turn to detect sources of gold in a new area. The spell can penetrate barriers more easily than other detection spells, since it is designed to find treasure hidden in vaults. The spell is blocked by 3 feet of stone, earth, wood, or dirt, or 1 foot of any metal. If blocked, the caster knows that the spell was blocked, but not by what.

Gold Finger

Transmutation

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One nonmagic object of up to 1 lb per 2 caster levels, maximum 20 pounds

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

With *gold finger*, you can transform normal nonmagical objects into gold. The object retains its shape, but its material changes to solid gold. As noted in the target entry, this spell affects only nonmagic objects, it does not affect creatures (including animated objects and other constructs), magic items, or any objects with active spells on them, though it can affect objects made from creatures, such as wooden objects or a fur coat. This spell can be made permanent using a *permanency* spell cast by a minimum 15th-level caster with an expenditure of 3,500 XP.

Arcane Material Component: 1 gold coin

Spendthrift

Enchantment (Compulsion) [Mind Affecting]

Level: Brd 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 min./level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The subject won't hurry to divest himself of all wealth, but he will be inclined to spend more than he otherwise would. A creature under the effect of this spell pays double for any item or service without thinking about it, provided the normal market price for the item or service is 100 gp or less, and he still thinks he is getting a good deal. In any bargaining, the subject suffers a -5 penalty on any skill checks related to the bargaining. Likewise, the subject suffers a -5 penalty to any Sense Motive check he makes to detect or avoid confidence games, swindles, requests for loans, or other attempts to separate him from his money. When the spell wears off, the subject retains the impression that he spent the right amount of money during the time of the spell effect.

Bringing the Parts Together

One or more of these spells could be found in a tomb that Rassin has stolen and foisted onto one of the characters. Merenea's first-level bard spell *animate rope* could be replaced with *spendthrift*, a spell that fits her very well.

Coming in Part 4 of Gold!

Some need to guard their gold, and some use their gold to guard their gold. See a strange construct that guards treasure hoards.

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